

San Leandro
Computer Club August 1995
Journal



TM & (C) DC COMICS 1995

**VAL KILMER STARS AS THE DARK
KNIGHT IN "BATMAN FOREVER"**

San Leandro Computer Club

P.O Box 1506
San Leandro, CA 94577-0374

An independent money losing organization of Atari Computer users. Membership at \$20, doesn't buy you a whole lot, but the price has never been raised. Call a officer to join.

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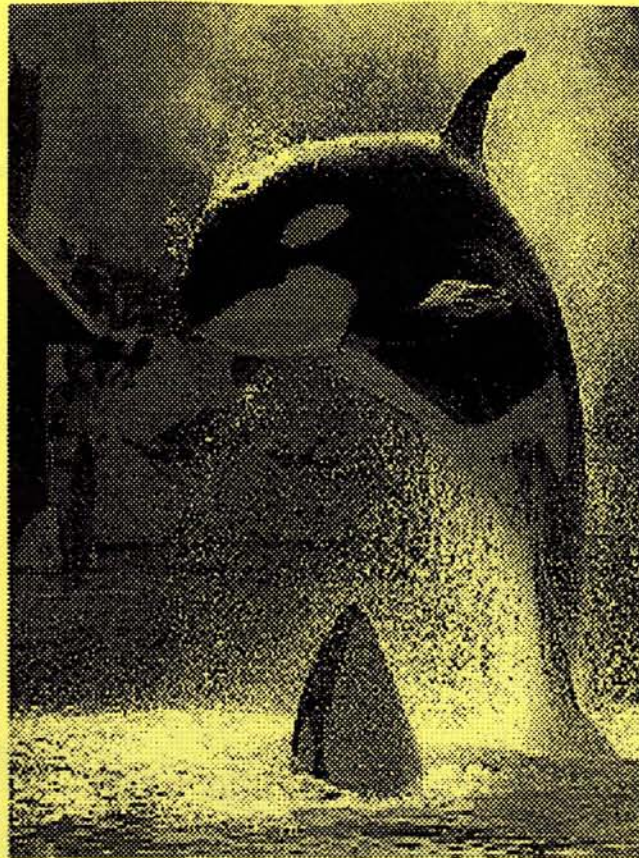
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| | | |
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| Beginners ST | Jim Moran | (510)865-6122 |
| Beginners 8-Bit | Glenn Fowler | (510)530-7128 |
| Beginners Clone | Jim Moran | (510)865-6122 |
| Publishing | Jim Hood | (510)672-1244 |

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|--------------|-----------------|---------------|
| Editor | Steve Goldstein | (408)257-2058 |
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Get on Pac Bell's Toll Road to the
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Call a BBS

8-Bit West

(510)895-8022

August 1995

| S | M | T | W | T | F | S |
|----|--------------------|---------------------------------|----|----|---------------------------|----|
| | | General Meeting 8:00 P.M. | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 13 | ST/PC 8:00 P.M. | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | Journal 25 Deadline | 26 |
| 27 | 28 | 29 | 30 | 31 | | |

FOR SALE

ATARI FALCON
4Mb RAM, 80 Mb H.D.
Standard Technology Color
Monitor
Mary Kay 510-845-5845

Complete 1040 ST System
\$75.00
contact Robbie Bridges

OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1308.DOC AUGUST 1995

GENERAL COMMENTS

We're still having meeting place problems! The July meeting had to be rescheduled to avoid the Fourth; and, at the last minute it had to be moved again to the seventeenth. SORRY!! If You wonder why so much data on program sources- it's so you can find more details than I can give here. Note that this month's disks are not notched.

D.O.M. SUMMARY

This D.O.M. features GOLDHUNT II, a large gRaphics ADventure;- from the Bellcom library. It has 3 other Games (2 action & 1 puzzle) & 2 UTILities.

CONTENTS- DISK #1308:-

Front:-

| | | | |
|------------------|-----|--------------|-----|
| *SLCC1308.DOC | 028 | HELLO | 010 |
| AUTORUN .SYS | 002 | MENU | 034 |
| DOS .SYS | 037 | BINBASME.OBJ | 010 |
| GOLDHUNT.RDR | 045 | DOC .000 | 090 |
| DOC .001 | 077 | DOC .002 | 018 |
| DOC .003 | 004 | REFORM2 .TXT | 109 |
| REFRMAT2.CTB | 077 | RUNTIME .COM | 088 |
| ROCKS .OBJ | 053 | SLIDE .BAS | 025 |
| 000 FREE SECTORS | | | |

Back:- Boot with BASIC!

| | | | |
|-------------------------------|-----|--------------|-----|
| DIMNDAVE.BAS | 045 | DOS .SYS | 039 |
| AUTORUN .SYS | 002 | HELLO | 005 |
| GOLDHUNT.SNG | 012 | GOLDHUNT.DIG | 083 |
| GOLDHUNT.II | 170 | GOLDHUNT.FNT | 009 |
| EDITOR | 074 | RAMDISK .COM | 009 |
| DISKSLEE.VE | 062 | MISTY .DGN | 005 |
| <NOTE below!> BINBAS .TXT 070 | | | |
| <plus 22 more DunGeoN files | | | |
| (*.DGN):-- not listed here!> | | | |
| 001 FREE SECTORS | | | |

PROGRAM DETAILS

BINBASME(nu).OBJ:- BINARY & BASIC Menu/Loader;- the DOC is on side 2.

DIMNDAVE.BAS- (Diamond Dave) is a humorous, non-violent action Game for one player and J/S. By Stephen Stout (ANTIC 8/87)- it has 11 screens. You must collect all the diamonds in your highly radioactive mine; with 5 cable controlled robots. Each screen has 5 diamonds. Giant, mutant prairie dogs cruise the tunnels- a touch destroys a robot/cable. Push FIRE to yank your robot back to the surface. The number of mutants/screen equals the level.

GOLDHUNT II by Sam Gueydan is our main feature. It uses all but 2 files on the back. It also has 4 good DOCs on the front. A gRaphic ADventure, it has 23 screens (DunGeoNs); an editor to make your own; a UTILity to print a special disk sleeve; & a brief, but impressive, TALKING intro.!! Be sure you turn the volume way up!

REFoRMAT2 is the update promised on last month's D.O.M. It's compiled T.B. - with CTB Runtime & TeXT files. It runs only on an XL/XE.

ROCKS.OBJ by Douglas Engel;- from ANALOG (5/87) is an action Game for 1 player with J/S. The locale is a star system with ten planets. You are part of the dispersal team working to save them from radiation of reactor waste. Each is protected against enemy spy satellites by a screen of asteroidal ROCKS. You must land your Pod (VERRY carefully!); autoloading a waste can; go thru the ROCKS; & teleport the can to a fleet ship (push FIRE). There are 5 cans/planet. The screen bottom shows your pod's status

(C= cans left to be moved; RADS= radiation meter; FUEL is the fuel gauge; P= the number of pods left). If you Lose all of your pods, or a planet- it's over! At the title screen, [SELECT] sets starting level. You get a spare Pod for removing five cans from a planet!
SLIDE.BAS:- a 24-tile Puzzle grid Game by Mark Moore;- from ANTIC 7/85. Move the lettered tiles into a vacant square (with the J/S) and get them in Alphabetic order. Press [SPACE] when finished. Look up the article for an excellent discussion on programming a game solution, etc. with 'Artificial Intelligence'.

8-bit Corner by John Dickerson - DACE

Due to my busy life, I have not been able to keep up with the flow of 8-bit stuff I have received in the last few months. But, I would like to share with you all the stuff going on and I think the best way is to just go through the pile and tell you what I have and how you can get it for yourself!

Dale Wooster of NWPAC in Arizona has put together a 100+ page TextPro manual and disk set. It is very professional looking and he obviously spent a lot of time on it. It is available for a nominal fee from Dale Wooster at 7113 W. Padadena, Glendale, AZ 85303. I also have Dale to thank for putting me in touch with More Than Games, 8207 Briarwood Lane, Austin, TX 78757-7642. From them I ordered Super Sketch, a graphics tablet that I had never seen before for only \$10 plus \$5 shipping. With this product one can trace pictures on paper and have them show up on screen. I understand some further software enhancements are being developed for this.

The Atari 8-bit Omnibus is available from David Patterson, PO Box 342, Cote-St-Luc, QC H4V 2Y5, Canada for \$5 US. This is a well done 24-page compilation of all vendors still servicing us 8-biters.

Current Notes continues with both 8-bit and ST support. Write 122 N Johnson Road, Sterling, VA 20164. Page 6's New Atari User magazine has gone to a smaller format but is still being published on a regular schedule. Write PO Box 54, Stafford, ST16 1DR, England.

The Atari Classics Programmer's Club newsletter recently arrived. There are some very interesting and useful products being developed. Write APCP, Pen-Tyddyn, Capel Coch, Llangefini, Anglesey, Gwynedd, LL77 7UR, Wales, Great Britain.

Dean Garraghty Software is publishing a newsletter disk. Write DGS, 62 Thomson Avenue, Balby, Doncaster, DN4 0NU, England.

James Bradford, Pikes Road, Glasshouse Mountains, Queensland, Australia 4518 is working on enhancements for SuperDos. He also has for sale all the "Super" products such as Supermax.

Brad Rand of 255 Falmouth Road, Falmouth, ME 04105-2005 continues to work on enhancements for AtariWriter with MyDos compatibility. This is the product I am using to write this article and I really love it.

DACE continues to receive regularly disks of the month or newsletter disks from a number of sources. These include the OI Hackers AUG, 3376 Ocean Harbor Drive, Oceanside, New York 11572, the Tyne & Wear AUG, PO Box No.8, Wallsend, Tyne & Wear, NE28 6DQ, England, and ABBUC, Wieschenbeck 45, D-45699, Herten, Germany and of course the fine SLCC disk. These disks are all labors of love and I am really impressed by the amount of work that has been put into them.

I have recently received sale brochures from B&C ComputerVisions, 1725 De La Cruz Blvd, #7, Santa Clara, CA 95050-3011, American Tecna-Vision, 15338 Inverness Street, San Leandro, CA 94579, and Tampa Computer Orphans, 3530 Del Lago Circle #238, Tampa, FL 33614. American Technivision has 1050 drive mechs and printer interfaces for \$15!

So that's a summary of what I have accumulated on my desk in the last few months. If you want to find out more about what's going on in the 8-bit world get online on Lyle's board at 510-895-8022 or another Pro board and talk to other 8-biters from all over the place. You can even talk to Sweden now!

San Leandro Computer Club

P.O Box 1506 San Leandro, California 95477-0374

General Meeting

Tuesday August 1, 1995 8:00P.M.

**San Leandro Community Library
300 Estudillo Avenue
San Leandro**

ST/PC Meeting

Monday August 14, 1995 8:00 P.M.

**San Leandro Community Library
300 Estudillo Avenue
San Leandro**